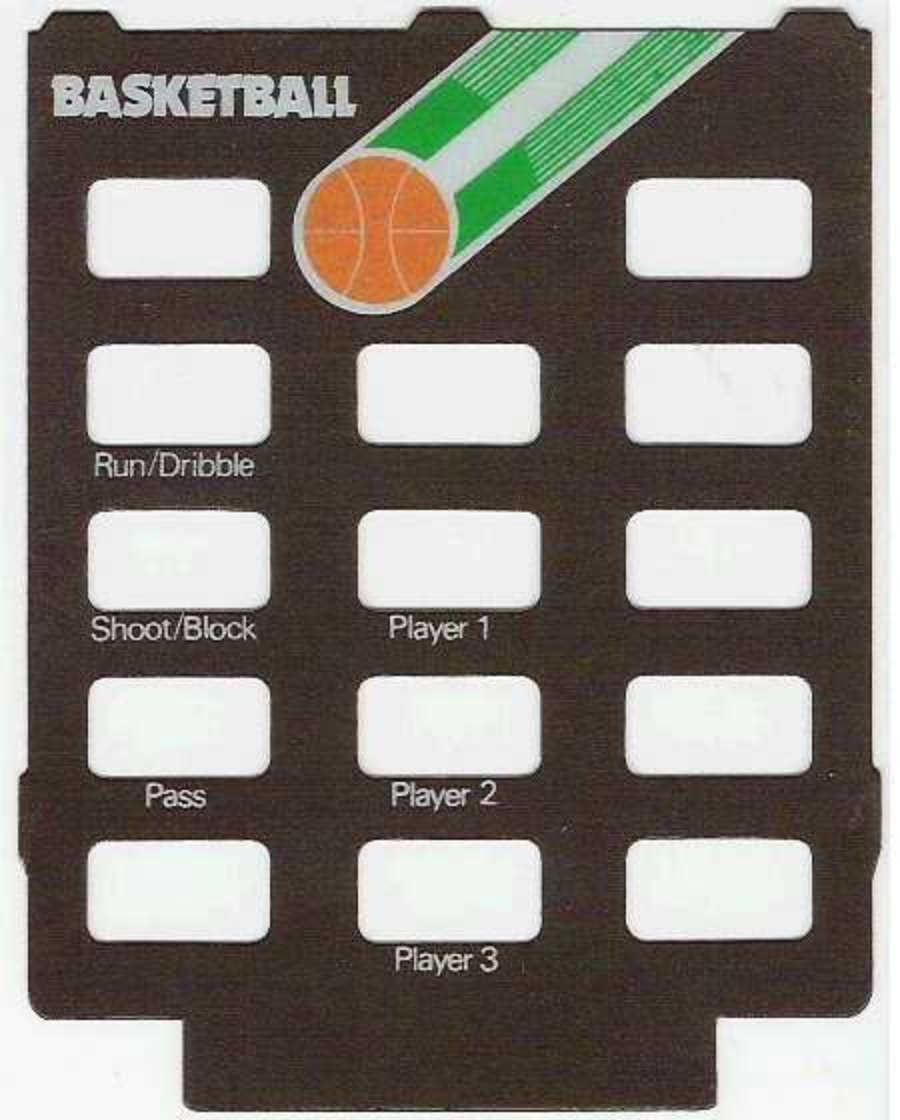
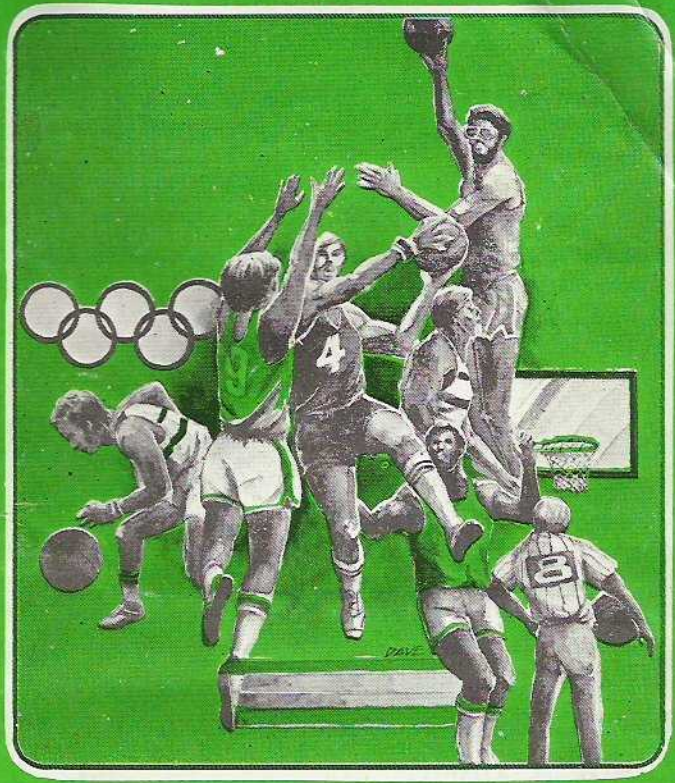

BASKETBALL
Run/Dribble
Shoot/Block
Player 1
Pass
Player 2
Player 3




# BASKETBALL

GAME INSTRUCTIONS

# MG-303

# BASKETBALL

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## BASKETBALL

The annual basketball championship title is at stake. The whistle blows, and the game begins. A ball is tossed into the midcourt, and a player from each team jumps up to grap the ball. Alas! You have lost the toss. Your opponent has managed to bring the ball near your goal area. You are on the alert now. With excellent defending tactics, you manage to secure the ball this time. You dribble it down the court and pass it to a team member who has placed himself in a good position. Aim, shoot, and score!

Sit tight, and watch the scoreboard carefully. This is going to prove a very exciting basketball game, indeed.

## 1. GAME OBJECTIVE

Your aim is to gain more points than your opponent. Each player controls a team consisting of three basketball players, which can be made to dribble, block or shoot the ball by pressing the appropriate buttons on the keypad.

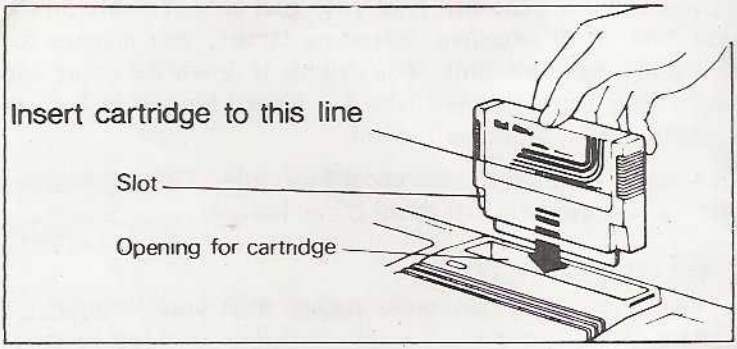
## 2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Installation Manual (MPT-03)

a) INSERT CARTRIDGE

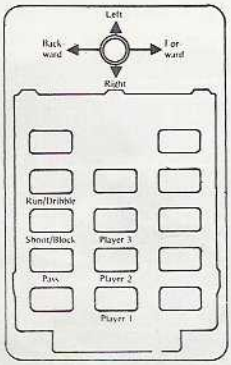
Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

Note: The Console should be switched **OFF** when inserting/ removing the cartridge to avoid damage to the Master Console and the cartridge.

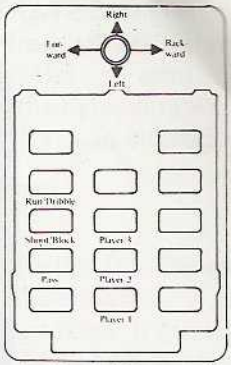



b) **HAND CONTROLLERS**

Place the inlay plates onto the remote hand controllers. The joystick controls the direction of movement of the player, after the corresponding button has been pressed.



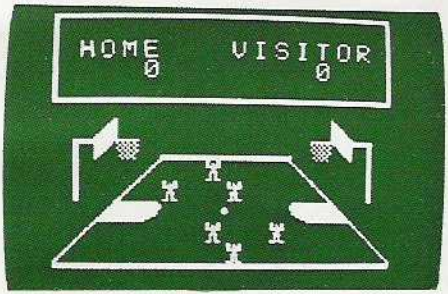

Left Hand Controller




Right Hand Controller

## 3. START TO PLAY

Press button A –
to display the basketball court with two teams of three players each, and a scoreboard at the top of the TV screen.



Press GAME START button —
to initiate the game

After the starting signal has sounded, the ball is dropped into the mid-court. Whichever team receives the ball, starts as the offending team.

Offensive Manoeuvres

To identify the players, press each of the PLAYER buttons in turn, and the selected player will flicker. Having identified al' three players, select and activate one player by pressing the relevant PLAYER button, and then choose one of the following action buttons as appropriate.

a) DRIBBLE/RUN
b) SHOOT/BLOCK
c) PASS

The joystick controls the player's motions — use it to out-manoeuvre the players of the defending team.

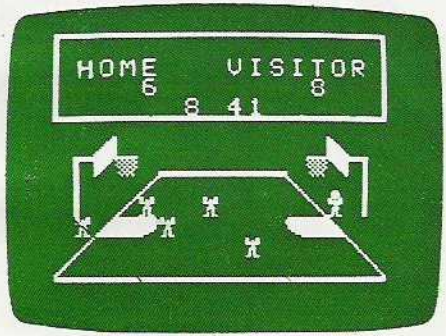
Defensive Manoeuvres

The defending players are selected and activated in the same way as the offending players. Use the appropriate buttons and the joystick to control the defending players, in order to block the offending players or to intercept the ball.

## 4. GUIDE TO GAME

When an offending player dribbles the ball into the defending team's free throw circle (the shaded area), a close-up view of the defence basket and backboard is displayed. The probability of scoring is much higher when a player shoots from within this circle.

When two players collide, a foul is called – DEF/OFF (Defence/Offence) FOUL will be flashed twice on the scoreboard. A penalty is awarded against the team that caused the foul.



PENALTIES

Two Free Throws:

are awarded to the offending team, when a defending player collides with the offending team's ball carrier.

Forfeit offending role:

When the offending team's ball carrier collides with a defending player.

"OUT BOUND" will be flashed twice on the scoreboard when the ball is out of bounds.

## 5. END OF GAME

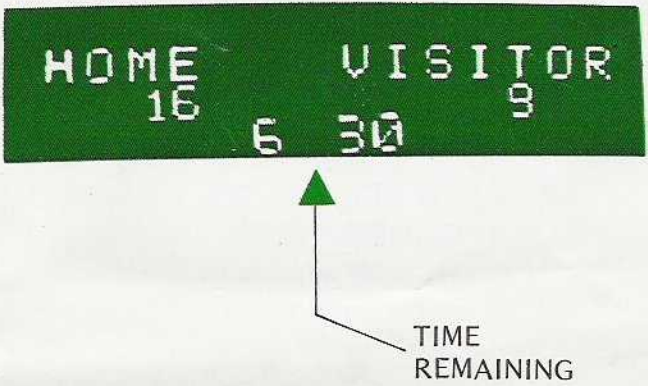
The game is over when 12-minutes playing time has elapsed. A clock showing the remaining time of a game is continuously displayed on the scoreboard.

## 6. START NEW GAME

Press CLEAR, A, then GAME START buttons to start a new game.

## 7. SCORING

The score of both teams is displayed continuously on the scoreboard. See diagram below.




| A Successful: | Point |
|---|---|
| a) Shot | 2 |
| b) Free throw | 1 |

Total score = sum of all successful shots and free throws.

The team with the higher score wins.

## 8. OPERATION FLOW DIAGRAM